

WARP HUNTER.....125 points

	BS	Armour		
	F	S	R	
Warp Hunter	3	12	12	10

Type:

- Vehicle (Fast, Skimmer, Tank)

Wargear:

- Twin-linked shuriken catapults
- D-cannon

Special Rules:

- Aether Rift

Options:

- A Warp Hunter may replace its twin-linked shuriken catapults with:
 - Shuriken cannon..... +10 points
- A Warp Hunter may be upgraded with any of the following:
 - Spirit stones..... +10 points
 - Star engines +15 points
 - Vector engines..... +20 points
 - Holo-field +35 points

Heavy Support: A Warp Hunter is a Heavy Support choice for an Eldar army and an Eldar Corsairs army.

Weapon	Range	S	AP	Type
D-cannon	36"	*	2	Heavy 1, Blast, Barrage, D-cannon
Aether Rift	Template*	*	2	Heavy 1, D-cannon

D-Cannon: The D-Cannon uses the Eldar’s sophisticated knowledge of warp-technology to create a rift of seething warp-energy. A D-cannon’s attacks bypass power fields and void shields.

The D-cannon’s hits always wound on a 2+, and on a roll to wound of a 6, inflicts Instant Death on the victim (regardless of its toughness value). Against targets with an Armour Value, a D-Cannon always inflicts a glancing hit on a roll of 3 or 4 and a penetrating hit on a roll of 5 or 6.

Aether-Rift: The Warp Hunter can adapt its D-cannon fire to unleash the contained and projected warp energies to create a seething tear of warp energy in front of the vehicle. In the Shooting phase, instead of using the standard D-cannon profile, you may choose to use the Aether-Rift profile instead.

To fire the Aether-Rift place the template so that the narrow end is within 6" of the weapon and the large end is no closer to the weapon than the narrow end. The aether-rift is then treated like any other template weapon and has the D-cannon special rule.

